



Play Guide

FOR 1 OR MORE PLAYERS AGES 7+

Contents: Electronic Talking Musical *Groove It* game unit

Object: Follow the light patterns with your hand to do the Groove Moves. To win, reach the ultimate score of 300!

It's Totally Untouchable Fun!

Hold *Groove It* by one handle.

Then follow the light patterns by moving your free hand back and forth, in and out, up and down and all around the game.

No touching required! The Groove Sensors track your moves.

The scorekeeper ranks your Groove-ability.

Your goal: Max out the moves at 300!

A Look at Your Groove It

GROOVE SENSORS

They light up in a different pattern for each Groove Move — and they track your hand motions.


STRIKE ZONE


Keeps track of your mistakes.


RESET BUTTON

Push in to reset the game if it malfunctions.


ON/OFF BUTTON
Press to turn the game on or off.


MUSIC MIX BUTTON
Press to choose between 2 music mixes for either game.


VOLUME BUTTON
Press to choose from 3 volume levels (high, medium or low).


GAME/SKILL BUTTON
Press to choose from 2 games and 2 skill levels: Groove (solo) Basic or Advanced; or Groove Circle (multi-player).

START BUTTON
Press to begin your chosen game.

Also press and hold to hear the high score.
Note: The high score is erased when you push in RESET or replace the batteries.

The First Time You Play

Insert the batteries: Loosen the screw on the battery compartment, located on the bottom of the game, and remove the door. Insert 3 AA size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Then replace the door and tighten the screw.

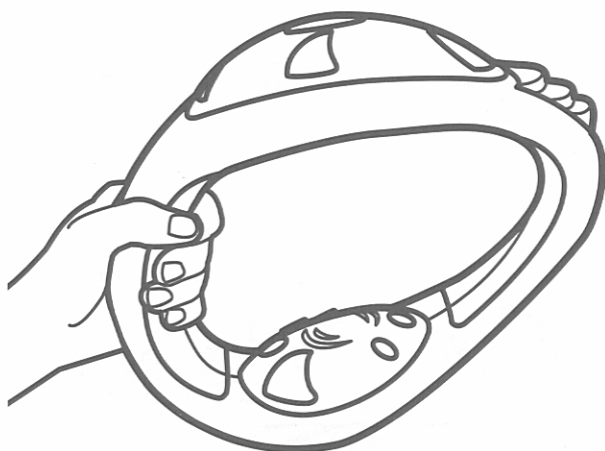


CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
2. Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
3. Always remove weak or dead batteries from the product.


Get a Grip!

The illustration below shows the normal way to hold Groove It. But hey, it's your game! If you find another grip that works better for you, go with it!



Where to play: Groove It plays best indoors, under normal lighting. Very bright lighting or halogen lighting may temporarily cause your game to lose its groove! If your Groove It doesn't seem to be working properly, try moving to another spot.

Get Ready to Groove!

Press the ON () button to get Groove It going. Then press the appropriate buttons (see **A Look at Your Groove It**, on the cover) to select the game and skill level, volume, and music you want. Then press START to begin the game! **IMPORTANT: When pressing START, make sure your hand does not cover any of the Groove Sensors. This will cause your game to malfunction.**

THE GROOVE GAME

How to Play: In this solo game, follow the lights to do each groove move. (See **The 3 Basic Moves**, on the next page, for details on how to do each move.)

You get 3 chances to do each move successfully and on time.

The Strike Zone: After your first mistake, the Strike Zone light will change from green to yellow. After your second mistake, it will change to red. When the red light goes off, that's 3 strikes, and you're out of the game!

The Basic Level begins with 3 basic moves, then adds new moves, one at a time, if you get far enough.

The Advanced Level has all that, but the new moves are added sooner, to pick up the pace. You gotta stay on your toes to get through this level!

The Expert Level: Sorry, you can't get there from here. This super-challenging level is totally **ACCESS DENIED** until you beat the Advanced level. At the Expert level, the pace is frantic. And just when you think you've got your groove, the lights go out! Can you keep grooving at lightning speed without them?

Scoring: You score 1 point for each successful move. Groove It keeps track, and will announce your score at the end of the game. It will also give you a ranking — anything from "*Where's your groove?*" to the ultimate rank: "*Grand Master!*"

How to Win: To be a Groove Master, you must successfully do 250 groove moves; but you can keep right on going for the *ultimate* score of 300!

2-Player Cooperative Game: You and a friend can play just for fun, by grabbing opposite handles and taking turns doing the moves.

THE GROOVE CIRCLE GAME

How to Play: In this game for 2 or more players, each player must successfully do a series of moves, then pass Groove It to the next player when the game says, "Now pass the Groove!" The rules are the same as in the Groove Game, except that you only get one strike—as players mess up, they drop out. There's no scoring. To win, be the one and only player left in the game.

Maxxing Out the Moves: If more than one player makes it to the ultimate score of 300 successful moves, those players share the win!

Mastering the Moves

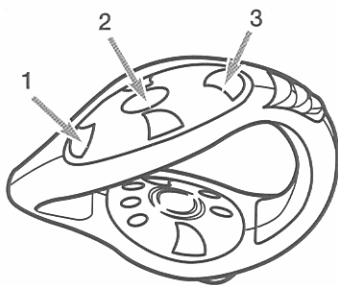
Groove It will randomly call out moves, one by one. To do each move, follow the light patterns with your free hand. *As you do the move, keep your hand within 3 inches of the lights*, so the Groove Sensors can track it. Each move has its own light pattern and cool sound effect.

THE 3 BASIC MOVES

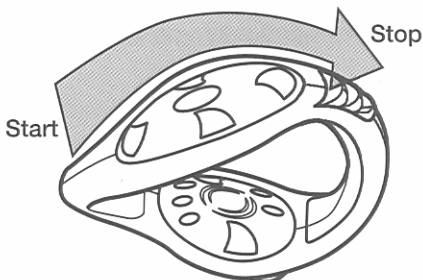
The 3 basic moves are the *Slide*, the *Scratch* and the *Zoom*. Here's how to do each one:

THE SLIDE

Voice command: "Let me see you do the Slide."



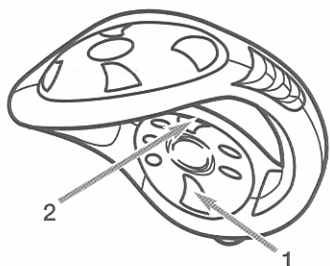
These 3 lights will flash in order.



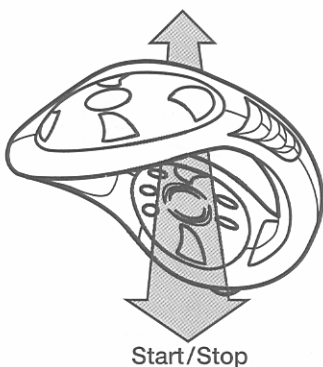
Move your hand above the lights in this direction.

THE SCRATCH

Voice command: "Let me see you do the Scratch."



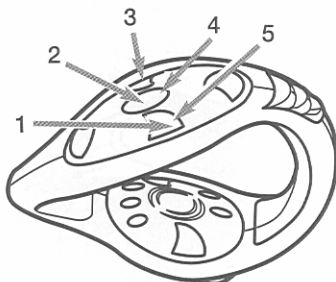
These 2 lights will flash in order.



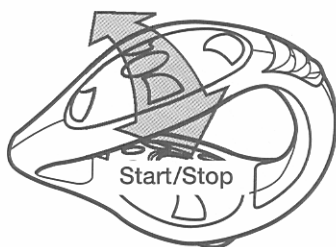
Move your hand above the lights in this direction.

THE ZOOM

Voice command: "Let me see you do the Zoom."



These 3 lights will flash across, then back again, in this order.



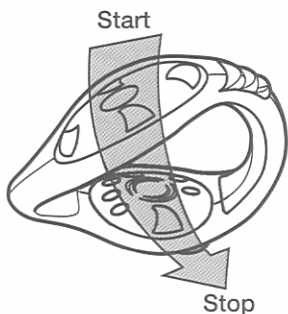
Move your hand above the lights in this direction.

THE 8 NEW MOVES

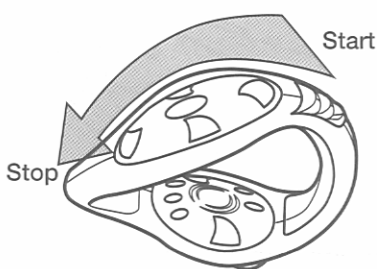
Once you've mastered the 3 basic moves, Groove It will begin adding new ones, one by one, in order of complexity. As each new move is added, Groove It will say, "You got the groove! Now watch the lights for a new move!"

All 8 of the new moves are shown below. Remember to watch for the lights. And don't be afraid to turn, angle, dip, flip or flop Groove It any way you want as you play!

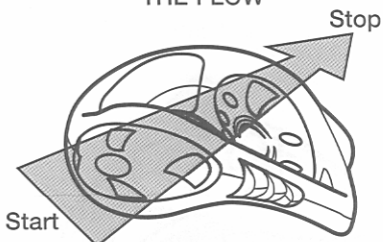
THE CHOP



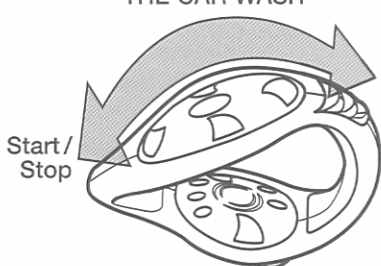
THE ZIP



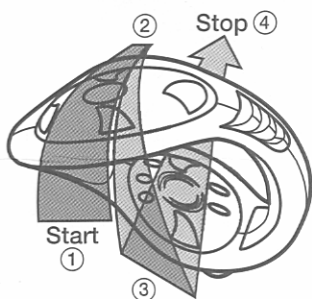
THE FLOW



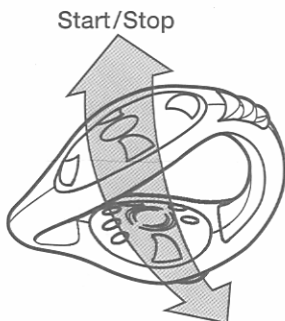
THE CAR WASH



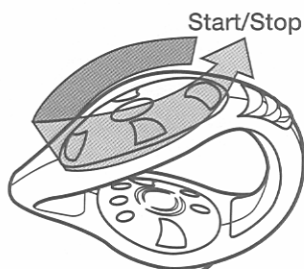
THE ROCK 'N' ROLL



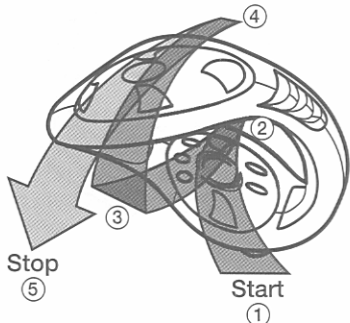
THE KUNG FU



THE SWIRL



THE HIP HOP



Extreme Groove It Games

Ready for a special twist? These 2 variations go from one extreme to the other!

Full-body Grooving: Once you've mastered the moves, try adding your own body language. Forget about moving your hand over the lights. Try grooving with your arm, chin, elbow, leg, and more. And forget about going for the big score. You'll lose a little accuracy in this game, but you'll get it all back in creativity, individuality and laughs!

Hands-Off Grooving: Notice that Groove It has a flat bottom (probably from all of those great workouts!). That means you can stand it on a flat surface and free up *both* of your hands. Try alternating hands to do the moves — or to do different parts of the same moves!

Done Playing for Now?

Just press the ON/OFF button to shut off the game.

Automatic Shutoff: Groove It goes to "sleep" if no buttons are pressed for 2 minutes. To "wake up" the game, press the ON/OFF button.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If it malfunctions, push in the RESET button or try fresh batteries.

FCC STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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